marantz®

74CD50

# Model CD50 User Guide

Compact Disc Player

## English page 5

**WARRANTY**

For warranty information, contact your local Marantz distributor.

**Retain your purchase receipt**
Your purchase receipt is your permanent record of a valuable purchase. It should be kept in a safe place to be referred to as necessary for insurance purposes or when corresponding with Marantz.

**Important**
When seeking warranty service, it is the responsibility of the consumer to establish proof and date of purchase. (Your purchase receipt or invoice is adequate for such proof.)

**For UK only: This undertaking is in addition to a consumer's statutory rights and does not affect those rights in any way.**

## Français page 12

**GARANTIE**

Pour les conditions de garantie, veuillez vous adresser à votre distributeur local.

**Gardez votre bordereau d'achat**
Votre reçu d'achat est la preuve permanente de votre achat. Il doit être conservé soigneusement pour servir de référence ulterieure dans les cas nécessitant l'intervention de l'assurance, ou en cas de correspondance avec la société Marantz.

**Important**
Si le recours à la garantie est nécessaire, le consommateur doit fournir la preuve de l'achat et la date. Dans ce cas, le bordereau ou la facture servent de preuve.

## Deutsch Seite 19

**GARANTIE**

Bewahren Sie Ihren Kassenzettel stets gut auf. Bei Inanspruchnahme der Gewährleistung kommt ihm eine wichtige Bedeutung, der Beweis des Kaufdatums, zu.

## Nederlands pag. 26

**GARANTIE**

Voor garantie kunt u zich tot uw lokale Marantz dealer wenden.

**Bewaar uw kassabon**
De kassabon is uw bewijs van een waardevolle aankoop. Deze dient op een veilige plaats bewaard te worden, zodat u ernaar kunt verwijzen bij verzekeringskwesties of correspondentie met Marantz.

**Belangrijk**
Het overleggen van de aankoopbon kan belangrijk zijn wanneer u gebruik moet maken van de garantie of servicedienst.

## Svenska sida 33

**GARANTI**

För upplysningar angående garanti, vänd dig till din lokala Marantz-distributör.

**Behåll ditt inköpskvitto**
Inköpskvittot är ditt bevis på ett värdefullt inköp. Det bör förvaras så att det kan användas som referens vid garantiservice, då det är konsumenten som måste kunna visa när apparaten är inköpt (inköpskvitto eller faktura gäller som sådant bevis).

## Italiano pag. 40

**GARANZIA**

Per informazioni sulle condizioni di garanzia consultate il certificato fornito con l'apparecchio.

## Português pag. 47

**GARANTIA**

Para informaçao sobre garantia, contacte o agente Marantz local.

**Guarde o recibo da compra**
O seu recibo de compra é o registro permanente duma boa aquisiçao. Guarde-p num local seguro, de modo a encontrá-lo quando necessitar de recorre às condiçoes de garantia, ou para a troca de correspondência cam a Marantz.

**Importante**
Quando solicitar os serviços em garantia, a apresentaçao da prova de garantia e data da aquisiçao, é da responsabilidade do comprador. (O recibo da compra ou a factura, constituem prova suficiente.)

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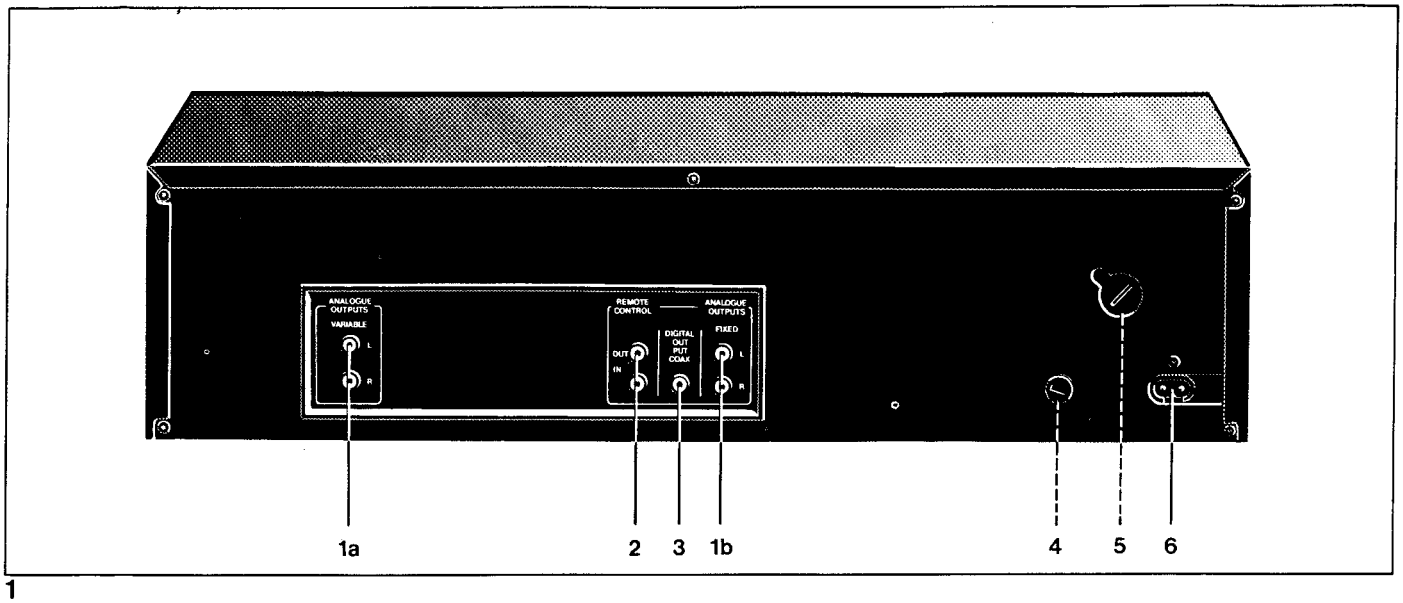
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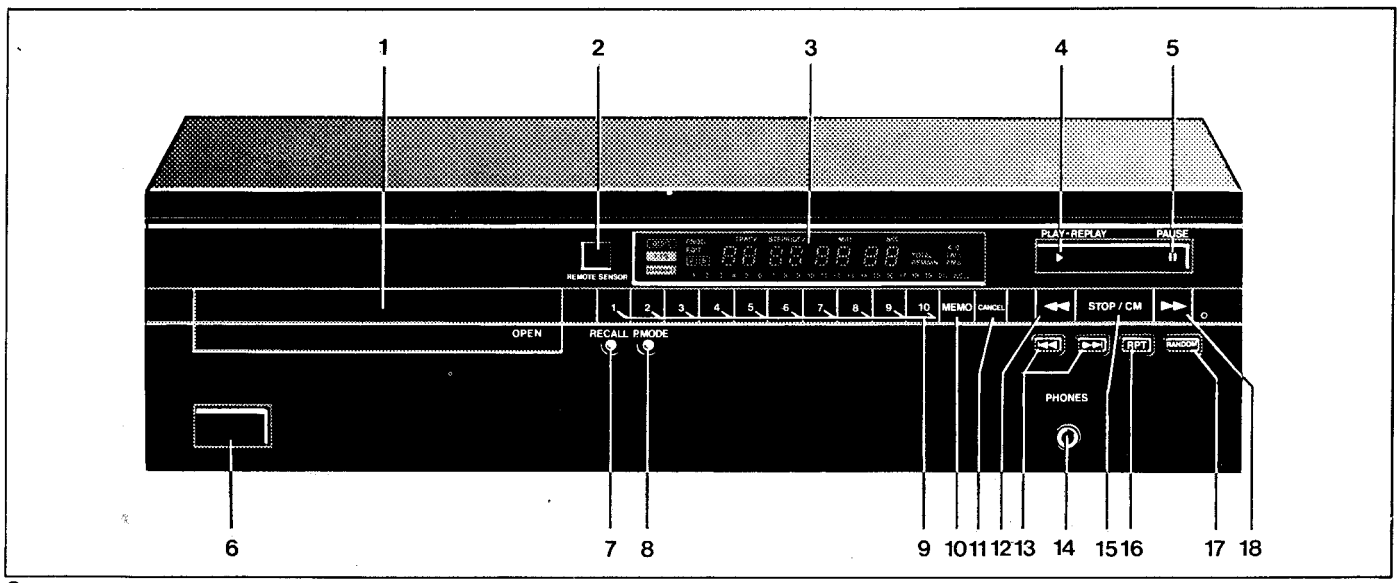
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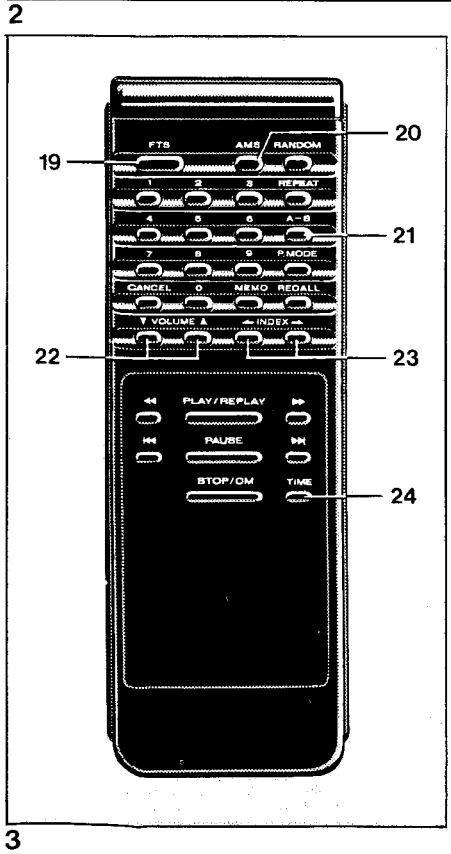
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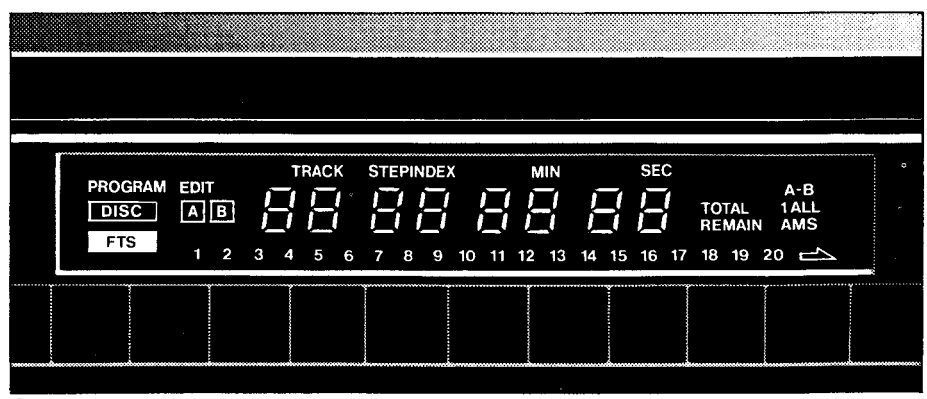
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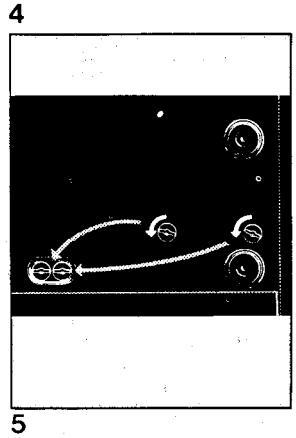

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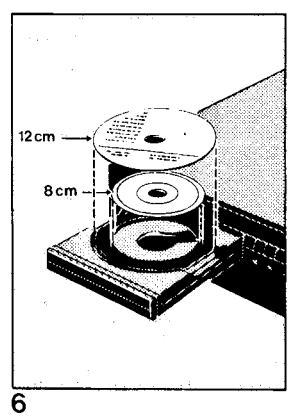
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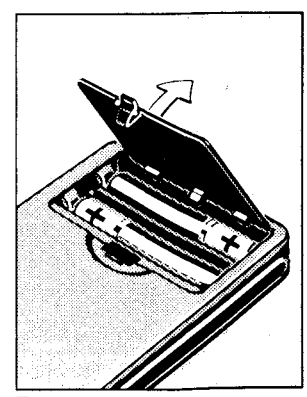

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# English

## ABOUT THIS MANUAL

When reading these operating instructions, fold out page 3 to refer to the labelled illustrations. References to controls and connections are printed in **BOLD FACE** type as they appear on the unit.

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## INSTALLATION

***WARNING!***

In some circumstances, the CD player may cause radio or TV interference.

- Therefore position the CD player ***undermost*** in the HiFi system and away from your radio, tuner or TV.
- The CD player should be switched off when you are listening to your tuner.

### REMOVING THE TRANSIT CLAMPS (Fig. 5)

The two red transit clamps on the underside lock the player mechanism to secure it during transportation.

- Turn the player upside down.
- Turn the clamps anti-clockwise and withdraw them from the player.
- Store them in the recesses provided.
- If you want to transport the player, ***always*** reinsert the clamps and rotate them clockwise until they lock in position.

***WARNING!***

Operating this CD player before the transit clamps have been removed may damage the unit.

### CHECKING THE POWER SUPPLY SETTING

- Check that the type plate on the rear of the player indicates the correct supply voltage.
- If not, contact your dealer.

Certain versions of this player are equipped with a voltage selector ⑤, which enables you to set the player to the correct mains voltage yourself. When changing the voltage setting from 220/240 V to 110/127 V or vice versa, it is also necessary to change the mains fuse to one of the correct rating.

### REPLACING THE MAINS FUSE

- Using a screwdriver, remove the **MAINS FUSE HOLDER** ④.
- Remove the old fuse and replace with a fuse of the correct rating (800 mA for 110/127 V; 500 mA for 220/240 V).
- Refit the **MAINS FUSE HOLDER**.

### INSERTING THE BATTERIES IN THE REMOTE CONTROL (Fig. 7)

- Open the battery compartment.
- Insert the batteries according to the diagram in the compartment.
- Replace the cover.
- For replacement only use batteries of the type R03, UM4 or AAA.

## CONNECTIONS (Fig. 1)

All connections to the rear panel should be made with the power to the entire system switched off.
To avoid cross-connection of channels, connect one plug at a time.

① **ANALOGUE OUTPUTS**
**VARIABLE (a)**: For connection to an amplifier or HiFi system without its own remote control.
**FIXED (b)**: For connection to a **MARANTZ** amplifier or HiFi system with its own remote control.

- Insert a red plug into the 'R' socket (right-hand channel) and the other plug into the 'L' socket (left-hand channel) of the **VARIABLE** output ⑯ or the **FIXED** output ⑮. In the case of connection via the **VARIABLE** output, the sound level can be adjusted with the **▼ VOLUME ▲** keys on the remote control.
- Insert the two other plugs into the corresponding sockets of the CD or AUX input of your amplifier.
  You can also use the TUNER or TAPE IN connection, but ***never*** the PHONO input. This is not suitable for Compact Disc reproduction.

② **REMOTE CONTROL OUT/IN**
- For connecting up the equipment when you are incorporating the player in a **MARANTZ** HiFi system with its own remote control system. A special remote control cable is available for this from your dealer.
- For connecting the remote control receiver **RC 55**, available as an accessory, if the siting of the changer prevents its **REMOTE SENSOR** from receiving the signals from the remote control directly.

③ **DIGITAL OUTPUT COAX**
For digital signal processing or future applications such as CD-I.
This output supplies a digital signal and can therefore only be connected to an input which is suitable for this signal. Use here a lead with one cinch plug on either end.

***WARNING!***

Never connect this socket to a non-digital input of an amplifier, such as AUX, CD, TAPE, PHONO, etc. This can damage the amplifier and the loudspeakers.

④ **MAINS FUSE HOLDER**
See 'Replacing the mains fuse'.

⑤ **VOLTAGE SELECTOR**
See 'Checking the power supply setting'.

⑥ **MAINS SOCKET**
- Insert the plug of the mains lead supplied into the **MAINS SOCKET**.
- Connect the other end to your mains supply.

### IMPORTANT - FITTING A MAINS PLUG (U.K. only)

The wires in the mains lead are coloured in accordance with the following code: Blue - Neutral; Brown - Live. As the colours of the wires may not correspond with the terminal identification in your plug, proceed as follows:

- Connect the brown wire to the terminal marked **L** or coloured brown or red.
- Connect the blue wire to the terminal marked **N** or coloured blue or black.

For 13 A plugs, conforming to BS1363, use a 3 A fuse.
For other plugs, use a 5 A or lower fuse in the plug, adaptor or at the distribution board.

## FRONT OF PLAYER (Fig. 2)

① Disc tray on which the **OPEN** key is situated; the tray closes when the front is pressed briefly.

② **REMOTE SENSOR**
Receives the signals from the remote control handset.

③ **DISPLAY**
- Informs you about the functioning of the player.
- Displays details from the disc contents list.

④ **PLAY-REPLAY (▶)**
- Starting play (**PLAY**).
- Returning to the beginning of a track (**REPLAY**).

⑤ **PAUSE (II)**
Interrupting play.

⑥ **ON/OFF**
Switching on and off.

⑦ **RECALL**
Reviewing a programme.

⑧ **P**(ROGRAM) **MODE**
- Selecting **PROGRAM** mode when storing a programme.
- Selecting **EDIT** mode to enter the recording time when making a tape recording.

⑨ **'1-0' digit keys**
- Selecting another track number during play.
- Selecting a track number to start play with.
- Selecting track numbers when programming.
- Entering the recording time when making a tape recording.

⑩ **MEMO**
- Storing track numbers in a programme.
- Storing the recording time when making a tape recording.

⑪ **CANCEL**
- Erasing track numbers you do not wish to include in a programme.
- Erasing track numbers from a programme.
- Erasing favourite track selections.

⑫ **◀◀**
Fast search for a particular passage; backwards to the beginning of the disc.

⑬ **|◀◀ ▶▶|**
- Selecting another track number during play.
- Selecting a track number to start play with.
- Selecting track numbers when programming.
(|◀◀ from high to low; ▶▶| from low to high).

⑭ **PHONES**
Connecting headphones.

⑮ **STOP/CM**
- Stopping play (**STOP**).
- Erasing a programme (**CM** = Clear Memory).

⑯ **RPT**
Repeating a track, the entire disc or a programme (**RPT** = repeat).

⑰ **RANDOM**
Playing in a random order.

⑱ **▶▶**
Fast search for a particular passage; forwards to the end of the disc.

## REMOTE CONTROL (Fig. 3)

Most of the controls also appear on the remote control handset. The functions below can only be operated using the remote control handset:

⑲ **FTS**
Activating the Favourite Track Selection circuit.

⑳ **AMS**
Automatically playing the beginning of each track (**AMS** = Automatic Music Scan).

㉑ **A-B**
Storing the start and stop points of a passage to be repeated.

㉒ **▼ VOLUME ▲**
Adjusting the sound level when the player is connected via the **VARIABLE**-output to an amplifier or HiFi system without its own remote control (▼ from high to low; ▲ from low to high).

㉓ **◀_ INDEX _▶**
- Selecting another index number during play.
- Selecting an index number to start play with.
(◀_ from high to low; _▶ from low to high).

㉔ **TIME**
Selecting the time information you want to see:
- **REMAIN**: The remaining playing time of a track.
- **TOTAL REMAIN**: The remaining playing time of the entire disc or a programme.
- The elapsed playing time of a track.

***NOTE!***

- For the best reception of the signals from the remote control you should aim it as directly as possible at the **REMOTE SENSOR**.
- If the player is connected via the **REMOTE CONTROL** connection to other equipment in a HiFi system, or if the **RC 55** remote control receiver is connected to the player, the **REMOTE SENSOR** will be switched off automatically. The remote control handset should then be aimed at the amplifier of the system or at the remote control receiver.

## THE INFORMATION ON THE DISPLAY (Fig. 4)

Each Compact Disc has, along with the music, a list of contents detailing the numbers of the tracks, the playing time of each track and the total playing time of the disc. The player always scans this first and stores it in its memory in order, for instance, to provide information via the display.

**PROGRAM**
Lights up when the player is switched to **PROGRAM** mode.
DISC
– Flashes when you switch the player on.
– Flashes when the table of contents of a disc is being traced.
FTS
– Flashes after **FTS** has been pressed.
– Flashes after loading a disc which has an **FTS** programme.
– Lights up when a programme from the **FTS** memory is played.
**EDIT**
Lights up when the player is switched to **EDIT** mode for the recording time to be entered when you are going to make a tape recording.
A
Lights during playback of the tracks that are to be recorded on side A of the tape.
B
– Lights up if the disc or the programme to be recorded is longer than side A of the tape. The numbers that do not fit on this side are then automatically stored for side B.
– Lights up during playback of the tracks that are to be recorded on side B of the tape.
**TRACK**
Indicates the track number being played.
**STEP**
Indicates the numbers contained in a programme.
**INDEX**
The numbers only change if the parts of a track have index numbers.
**MIN** and **SEC**
Indicate:
– The total playing time of the disc or a programme (**TOTAL**).
– The elapsed playing time of a track.
– The remaining playing time of a track (**REMAIN**).
– The total remaining playing time of the disc or a programme (**TOTAL REMAIN**).
**A-B**
– Lights whenever a passage is repeated.
– **A-** lights up when the start point of the passage is set.
– **B** lights up when the stop point of the passage is set.
**1**
Lights up when a track is repeated.
**ALL**
Lights up when the entire disc or programme is repeated.
**AMS**
Lights up during scanning, when the beginning of each track is played automatically.
**'1-20' track number indicator**
Lights up when the table of contents of the disc has been traced. As many of these numbers as there are tracks on the disc remain alight. Each time a track has been played, the corresponding number goes out.
—►
Lights up if there are more than 20 tracks on a disc.
***Error***
Lights up if you make a mistake when operating the player.

***NOTE!***
There is no indication on the display for the **PLAY-REPLAY** (▶), **PAUSE** (II), **REPEAT** and **RANDOM** functions.
To show that the command is being carried out, the keys light up when they are pressed.

## PLAYING AN ENTIRE DISC (PLAY-REPLAY ▶)

- Press **ON/OFF** to switch the player on.
– DISC starts flashing.
- Press **OPEN** to open the disc tray.
- Load a disc into the tray with the printed side ***facing upwards (Fig. 6)*** and close the tray.
– DISC flashes again.
– The number of tracks and the playing time of the disc are shown on the display.
– DISC goes out and a few moments later playback starts.
You can also start play with **PLAY-REPLAY** (▶); the tray then closes automatically.
– The track number indicator shows how many tracks there are on the disc.
– Each time a track has been played, the corresponding number goes out.
– The track/index number being played is always shown under **TRACK** and **INDEX**.
– The elapsed playing time of the current track is always shown under **MIN** and **SEC**.
- When the last track has been played, play will stop.
– The display again shows the number of tracks and the playing time of the disc.
- Press **OPEN** to open the disc tray and remove the disc.
– DISC lights up and the information disappears from the display.
- Close the tray.
- Press **ON/OFF**.
– The display goes out; the player is now switched off.

***NOTE!***
– If there is already a disc in the tray when the player is switched on, playback will start automatically after 10 seconds.
– If the disc has an **FTS** programme, then this will be played.

## ADJUSTING THE SOUND LEVEL (▼ VOLUME ▲)

- Press ▼ **VOLUME** (on the remote control).
– The volume which has been set at the amplifier decreases in steps to a set level.
- Press **VOLUME** ▲ (on the remote control).
– The volume now increases in the same steps to the originally set level.

***NOTE!***
The volume setting selected using ▼ **VOLUME** ▲ will remain stored in the player's memory, even if the player is switched off.

## CALLING UP OTHER TIME INFORMATION (TIME)

- Press **TIME** (on the remote control) whenever you want to know the remaining playing time of a track.
– **REMAIN** lights up.
- Press **TIME** again if you wish to know the remaining playing time of the entire disc.
– **TOTAL REMAIN** lights up.
- Press **TIME** again if you wish to return to the elapsed playing time indication.

## INTERRUPTION OF PLAY (PAUSE II)

- Press **PAUSE** (II).
– The music stops but the disc continues to spin.
- Press **PAUSE** (II) again to restart play.

**PLAY-REPLAY** (▶), ◄◄ ►►, |◄◄ ►►|, —◄ **INDEX** ►— and the **'1-0'** digit keys may be used during pause to move to any particular point on the disc.
However, play will not recommence until **PAUSE** (II) is pressed again.

## STOPPING PLAY (STOP/CM or OPEN)

- Press **STOP/CM** if you only wish to stop.
- Press **OPEN** if you wish to stop and remove the disc.

## RETURNING TO THE BEGINNING OF A TRACK (PLAY-REPLAY ▶)

- Press **PLAY-REPLAY** (▶).
– The track starts again from the beginning.

## SELECTING ANOTHER TRACK NUMBER (⏮ ⏭ or '1-0')

### Using the ⏮ ⏭ keys

- Press ⏭ or ⏮ until the desired number appears under **TRACK**.
– The music stops and a moment later the selected track begins to play.
– If you press ⏮ during the first track or ⏭ during the last track play will continue as normal.

### Using the '1-0' digit keys

- Key in the desired number.
– The number appears under **TRACK**.
- Now press **PLAY-REPLAY** (▶) ***within 7 seconds***.
– The music stops and a moment later the selected track begins to play.
– If the number does not exist, ***Error*** appears and play continues with the current track.

## SELECTING ANOTHER INDEX NUMBER (◢ INDEX ◣)

- Press **INDEX** ◣ or ◢ **INDEX** (on the remote control) until the desired number appears under **INDEX**.
– Play stops and a moment later the selected index number begins to play.
– If the index number does not exist, play will start again with the first index number of the current track.

## SEARCHING FOR A PASSAGE (◀◀ or ▶▶)

- Keep ▶▶ pressed to search forwards.
- Keep ◀◀ pressed to search backwards.

The searching speed is determined by how long a key is pressed:
– the first 2 seconds fairly slowly, with sound;
– then at maximum speed, with no sound.
If you reach the end of the disc and release ▶▶, play starts several seconds before the end.

## REPEATING A PASSAGE (A-B)

- During play press **A-B** (on the remote control) at the required start point.
– **A-** lights up.
- Press **A-B** again at the required stop point.
– **B** lights up.
- The passage between points A and B will now be repeated continuously.
- Press **A-B** again to stop the passage being repeated.
– **A-B** goes out and play continues as normal.

To quickly find the required start and stop points, you can use the ◀◀ ▶▶ and ⏮ ⏭ keys.

## REPEATING A TRACK (RPT)

- Press **RPT** before or during play.
– **1** lights up.
– The track will be repeated again and again.
- To stop repeat, press **RPT** twice.
– **1** goes out and play stops at the end of the disc.

## REPEATING A DISC (RPT)

- Press **RPT** twice before or during play.
– **ALL** lights up.
– The entire disc will be repeated again and again.
- To stop repeat, press **RPT** again.
– **ALL** goes out and play stops at the end of the disc.

## PLAYING IN A RANDOM ORDER (RANDOM)

- Press **RANDOM** before or during play.
– If the tray was open, it will now close.
– A ***P*** appears on the display; under **SEC** a 5-second pause is counted down. This is repeated each time before a new track is played.
– The tracks on the disc or in the programme are now played in a random order.
- Press **RANDOM** again if you wish to revert to normal play.

If you press ⏮ you will return to a track which has already been played.
If you press ⏭ you are selecting any one of the following tracks.
If you press **RPT** twice, the tracks will be repeated in a different order each time.
Searching for a passage is limited to within the track being played.

## SCANNING A DISC (AMS)

- Press **AMS** (on the remote control) before or during play.
– **AMS** lights up.
– If the tray was open, it will now close.
– The first 20 seconds of each track are played in turn.
- When the player reaches a track which you wish to hear in full, press **AMS** again.
– **AMS** then goes out and play continues as normal.

During the scan you can use the ⏮ ⏭-keys.

## STARTING WITH A PARTICULAR TRACK NUMBER ('1-0' or ⏮ ⏭ and PLAY-REPLAY ▶)

- Load a disc, but ***do not*** close the tray yet!
- Key in the desired number or press ⏭ or ⏮ until the number appears under **TRACK**.
- Now press **PLAY-REPLAY** (▶) ***within 7 seconds***.
– The tray closes and DISC starts flashing.
– DISC goes out and a few moments later play starts with the selected track.
– If the track number does not exist, play starts with the first track on the disc.

## STARTING WITH A PARTICULAR INDEX NUMBER ('1-0' or ⏮ ⏭, ◢ INDEX ◣ and PLAY-REPLAY ▶)

***NOTE!***

When starting play with a particular index number, make sure that no more than ***7 seconds*** elapse between pressing keys, or the display will again show the number of tracks and the playing time of the disc.

- Load a disc, but ***do not*** close the tray yet!
- Key in the desired track number or press ⏭ or ⏮ until the number appears under **TRACK**.
- Press **INDEX** ◣ or ◢ **INDEX** (on the remote control) until the desired index number appears under **INDEX**.
- Press **PLAY-REPLAY** (▶).
– The tray closes and DISC starts flashing.
– DISC goes out and a few moments later playback starts with the selected index number.
– If the index number does not exist play starts at the beginning of the selected track.

It is possible to program in two ways:
**ADD-IN PROGRAMMING**: You store in the player's memory the tracks which are to be played and their order. Up to 20 track numbers can be stored in this way.
**TAKE-OUT PROGRAMMING**: You erase the track numbers you do not want to hear. Now you can store as many numbers as there are tracks on the disc.

***NOTE!***

- Index numbers cannot be stored.
- Once you are programming in one of the two ways, you can ***no longer*** switch to the other way.
- A programme can be stored either before or during play.
- If you wish to compile your programme before starting play, first load the disc but ***do not*** close the tray yet!
- When storing track numbers, make sure that no more than ***7 seconds*** elapse between pressing keys, or the display will again show the number of tracks and the playing time of the disc.
- If you exeed the maximum of 20 tracks or if you select a number which does not exist then ***Error*** appears.

## ADD-IN PROGRAMMING

- Key in the first required number or press ►►I or I◄◄ until the number appears under **TRACK**.
- Press **MEMO**.
- The number is now stored in the player's memory.
- Store the other tracks required in the same way.
- Each time you store a track, the number of tracks and the playing time of your programme will be shown under **STEP** and **MIN** and **SEC** for a few seconds.
- The track number indicator always shows which numbers have been stored.

***NOTE!***

If you press **PROGRAM MODE** during programming, the information under **STEP** and **MIN** and **SEC** ***remains*** visible. However, all other information will disappear. You can call this information up again by pressing **PROGRAM MODE** twice.

## TAKE-OUT PROGRAMMING

- Key in the first number you wish to omit or press ►►I or I◄◄ until the number appears under **TRACK**.
- Press **CANCEL**.
- The number disappears from the track number indicator; it has now been erased.
- Erase the other tracks you do not wish to hear in the same way.
- Each time you erase a track, the remaining tracks and their playing time will be shown under **STEP** and **MIN** and **SEC** for a few seconds..
- The track number indicator always shows which tracks remain for inclusion in your programme.
- The numbers displayed on the track number indicator after the unwanted numbers have been erased, are included in the programme in the order in which they appear on the disc.

***NOTE!***

If you press **PROGRAM MODE** during programming, the information under **STEP** and **MIN** and **SEC** ***remains*** visible. However, all other information will disappear. You can call this information up again by pressing **PROGRAM MODE** twice.

## STORING TRACK NUMBERS USING AMS

- Press **AMS** (on the remote control) before or during play.
- **AMS** lights up.
- If the tray is open, it will now close.
- The first 20 seconds of each track are played in turn.
- Now you can compile your programme in either the add-in or the take-out way:

### Add-in

- Press **MEMO** at each track you wish to include in the programme.
- The number appears on the track number indicator; it has now been stored.
- The player immediately starts to play the first 20 seconds of the next track.

### Take-out

- Press **CANCEL** at each track you do ***not*** wish to include in the programme.
- The number disappears from the track number indicator; it has now been erased.
- The player immediately starts to play the first 20 seconds of the next track.

## REVIEWING A PROGRAMME

- Press **RECALL**.
- All track numbers appear on the display in the order in which they were stored.
- If ***Error*** appears, the memory is empty and nothing has been stored.

You can review a programme prior to, during or after programmed play.

## PROGRAMMED PLAY

- Press **PLAY-REPLAY** (►).
- If the tray was open, it will now close.
- Play begins with the first number of the programme.

All keys can be used during programmed play.
Searching for a passage is only possible in the track which is being played.

## ERASING A PROGRAMME

- Press **STOP/CM** twice, or if the disc has already stopped, just once.
- You can also press **OPEN** straight away.
- The programme has now been erased.

## ERASING A TRACK FROM A PROGRAMME

- Press **RECALL** before or after programmed play.
- All track numbers appear on the display in the order in which they were stored.
- Press **CANCEL** as soon as the number which you want to erase appears.
- The erased number will disappear from the display and from the track number indicator.

## FAVOURITE TRACK SELECTIONS ('FTS')

You can also transfer a programme to the permanent **(FTS)** memory of the player. Your favourite track selection of a given disc can then be called up and played whenever you wish.
The selection will remain stored in the **FTS** memory even if you play the entire disc or compile a different programme from it.
Each disc in the **FTS** memory is given a ranking number. There are 127 numbers available.
The number of discs which can be stored in the **FTS** memory depends on the number of tracks in each programme.

***NOTE!***

**FTS** must always be used together with other keys. Press the next key ***within 5 seconds***, otherwise [FTS] will stop flashing. You can then start again by pressing **FTS** once more.

### STORING A FAVOURITE TRACK SELECTION

- Compile your programme as described in the **PROGRAMMING** section.
- Press **FTS**.
– [FTS] starts flashing.
- Press **MEMO**.
– The display shows ***FtS*** and the ranking number of this programme.
– [FTS] now lights continuously; your favourite selection is now stored in the **FTS** memory under this ranking number.
– If a selection of a particular disc had already been stored, then it is automatically erased and the new selection is stored under the old ranking number.

***NOTE!***

If ***Error*** appears after you have pressed **MEMO**, it can be for one of the following reasons:

– The **FTS** memory is full: you must erase one or more old **FTS** programmes to make room to store the new programme.
– No programme has been compiled first.

### FTS PROGRAMMED PLAY

- Load the disc and close the tray.
– [FTS] starts flashing.
- Press **PLAY-REPLAY** (▶).
– [FTS] now lights up continuously; your favourite selection for this disc will now be played.
- Press **STOP/CM** twice if you wish to revert to normal play.

All keys can be used while a favourite selection is being played.
Search for a passage is only possible in the track which is being played.

### ERASING A FAVOURITE TRACK SELECTION

- Hold **FTS** pressed down and press ▶▶| or |◀◀ as often as necessary until the ranking number to be erased appears next to ***FtS***.
- Hold **CANCEL** pressed down.
– ***CLr*** appears on the display together with the ranking number, followed a few moments later by ***Fts - - -***; the selection has now been erased from the memory.

**If you do not know the ranking number:**

- Insert the disc and close the tray.
- Press **FTS**, then **RECALL**.
– ***FtS*** and the ranking number appear on the display.
- Hold **CANCEL** pressed down.
– ***CLr*** appears on the display together with the ranking number, followed a few moments later by ***Fts - - -***; the selection has now been erased from the memory.

### ERASING THE ENTIRE FTS MEMORY

- Press **FTS** and then **RECALL** or one of the |◀◀ ▶▶| keys.
– ***FtS*** appears on the display together with a ranking number.
- Hold **RPT** and **CANCEL** pressed down.
– ***CLr ALL*** appears on the display, followed a few moments later by ***FtS - - -***; the **FTS** memory has now been erased completely.

## OTHER POSSIBILITIES

### LISTENING WITH HEADPHONES

- Connect headphones with a 6.3 mm jack plug and an impedance between 8 and 2000 ohms to the **PHONES** socket.
– The volume of the sound you hear is determined by the impedance of the headphones and the signal level on the disc itself.

The sound level can be adjusted using the ▼ **VOLUME** ▲ keys on the remote control.

### RECORDING FROM YOUR COMPACT DISC PLAYER

If you wish to make a tape recording of a disc or a programme, it can be useful to store the recording time of the tape in the player's memory.
Should the disc or the programme be longer than one side of the tape, a pause will then be inserted automatically after the last track which fits onto that side. This will prevent the disc or the programme continuing to play when the tape has already stopped.

***NOTE!***

If the player is connected to the amplifier via the **VARIABLE** output, the ▼ **VOLUME** ▲ keys may not be used during recording. If necessary,use the **VOLUME** ▲ key to increase the volume level up to the volume level at which the amplifier has been set.

- Press **PROGRAM MODE** twice.
– **EDIT** lights up and **MIN** starts flashing.
- Key in the ***total*** recording time of the tape using the **'1-0'** digit keys.
- Press **MEMO**.
– **TRACK**, **STEP**, **MIN** and **SEC** light up.
– The recording time is now stored in the player's memory; you can now record the disc or first compile a programme from the disc.
- Press **PLAY-REPLAY** (▶) to play the disc or the programme.
– [A] lights up.
– The track number indicator shows which tracks can be recorded on side A of the tape; these numbers will be played one after the other.
– Play will stop after the last track.
– [B] lights up.
– The track number indicator shows which tracks can be recorded on side B of the tape.
- Press **PAUSE** (II) to continue play.

***NOTE!***

– You can also start playback with **RANDOM**; the numbers will then be recorded in a different order than on the disc or in the programme.
– As soon as you press **PLAY-REPLAY** (▶) or **RANDOM**, the other player functions (except **TIME**) will temporarily be switched off to prevent the recording being interfered with.
– Should the disc or the programme be longer than the ***total*** recording time of the tape, a pause will then again be inserted after the last track which fits onto side B. [A] lights up again and the track number indicator shows the remaining, unrecorded tracks.

## MAINTENANCE

### Discs

Although both sides of a disc are protected by a special coating, it is still advisable to treat the discs with care:

- Never leave discs lying around, put them back in their holders immediately after use.
- Never write on the printed side of the disc!
- Do not attach any stickers to the disc.
- Keep the shiny surface of the disc clean. Use a soft lint-free cloth and always wipe the disc in a straight line from centre to edge. You may breathe lightly on the disc first.

***NOTE!***

Cleaning agents for conventional records are not suitable for cleaning a Compact Disc. Detergents or abrasive cleaning agents should not be used either.

### The player

The player mechanism is fitted with self-lubricating bearings and must not be oiled or greased.
A chamois leather slightly moistened with water is sufficient for cleaning the player. Do not use cleaning agents containing alcohol, spirit, ammonia or abrasives.
The disc tray should be kept free of dust.

## IN CASE OF DIFFICULTY

If you suspect that your CD player is faulty, first check the following items before contacting your dealer or the nearest Marantz Service Centre.

### Disc does not rotate

- Check that both shipping clamps have been removed.
- Check that the mains lead is properly connected.
- Check that the CD player is switched on.
- Check that the disc is not placed upside down. (The disc should be placed with the label face up.)
- Check that the disc is not dirty.
- Check that the disc has no scratches.
- Check that the disc is not warped.

### Disc rotates but no sound is heard

- Check the connections between the CD player, amplifier and speakers.
- Check that the amplifier is switched on.
- Check that the volume control of the amplifier is not set to the minimum position.
- Check that the source selector of the amplifier is set to **CD**, **AUX** or whichever position corresponds to the CD player.

### Sound is noisy or interrupted intermittently

- Check for dirt on the disc.
- Check the disc for large scratches.
- Check the disc for warps.
- Check the connections between the CD player, amplifier and speakers.

### The player does not react to the commands from the remote control handset

- The batteries are low and the distance to the player was too great, or you did not aim accurately enough in the direction of the player.
- The batteries are flat.

## REPAIRS

In the event of difficulty please refer to your local dealer or write directly to your local Marantz Authorized Service Centre. The names and addresses are listed on the back page. Please quote the model and serial number of your CD player and enclose a full description of what you feel is abnormal in its behaviour.

### Repacking for shipment

Should it become necessary to repack the CD player for shipment to an Authorized Service Centre, or elsewhere, please observe the following precautions:

- Refit the two shipping clamps on the underside of the player.
- Pack the unit carefully, using the original packaging material.
- Ship via a reputable carrier (do not use Parcel Post) and obtain a shipping receipt from the carrier.
- Remember to include your return address on the shipping label.
- Enclose as detailed a description of the problem as possible.

## TECHNICAL DATA

### Typical audio performance

Number of channels: 2
Frequency range: 2-20 000 Hz
Phase linearity: $\pm 0.5°$
Dynamic range: 96 dB
Signal-to-noise ratio: $> 105$ dB
Channel separation: $> 105$ dB
Total harmonic distortion: $< 0.002\%$ (1 kHz)
Wow and flutter: quartz crystal precision
D/A conversion: quadruple oversampling (176.4 kHz) with digital filter and two 16-bit D/A converters
Error correction system: Cross Interleaved Reed Solomon Code (CIRC)

### Optical readout system (laser pick-up)

Laser: semi-conductor AlGaAs
Wavelength: 780 nm

### Signal format

Sampling frequency: 44.1 kHz
Quantization: 16 bit linear/channel

### Power supply

Mains voltage: see type plate at rear of player
Mains frequencies: 50 and 60 Hz
Power consumption: 20 W approx.
Safety requirements: IEC

### Cabinet, general

Material/finish: metal and polystyrene with decorative trim
Dimensions (w × h × d): 420 × 100 × 280 mm
Weight: 4,7 kg approx.

### Disc

Diameter: 80/120 mm
Thickness: 1.2 mm
Direction of rotation (seen from reading side): anti-clockwise
Scanning velocity: 1.2-1.4 m/s
Rotation speed: 500-200 rpm
Playing time (theoretical): 74 min (stereo)
Track pitch: 1.6 µm
Material: plastic

**The right is reserved to change data if necessary**

**This Compact Disc player complies with the radio interference requirements as laid down in EC (European Community) regulations.**

# Français

## L'EMPLOI DE CE MANUEL

En lisant ce mode d'emploi, consultez la page 3 comprenant les figures numérotées. Les références aux organes de commande et prises sont imprimées en caractères **GRAS** et correspondent aux indications sur l'appareil.

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## MISE EN SERVICE

***ATTENTION!***

Dans certains cas, le lecteur peut provoquer des perturbations à la réception radio ou télévision.

- C'est pourquoi il vous faut placer le lecteur **en dessous** dans le système HiFi et assez éloigné de votre radio, tuner ou TV.
- Mettez le lecteur hors tension, lorsque vous écoutez votre tuner.

### ENLEVEMENT DE LA SECURITE DE TRANSPORT (fig. 5)

Les deux dispositifs de verrouillage rouges situés sous l'appareil servent à bloquer le mécanisme du lecteur pendant le transport.

- Retournez le lecteur.
- Tournez les dispositifs de verrouillage dans le sens inverse des aiguilles d'une montre et retirez-les du lecteur.
- Conservez-les dans les orifices prévus à cet effet.
- Remettez ***toujours*** les dispositifs de verrouillage lorsque vous voulez transporter le lecteur; pour cela tournez-les vers la droite jusqu'à ce qu'il soient bloqués.

***ATTENTION!***

Si vous faites fonctionner l'appareil sans retirer les dispositifs de verrouillage, vous risquez de l'endommager!

### VERIFICATION DE LA TENSION SECTEUR

- Vérifiez que la tension secteur indiquée sur la plaquette signalétique à l'arrière du changeur est celle qui dessert votre habitation.
- Si ce n'est pas le cas, consultez votre revendeur.

Certains modèles comportent un sélecteur de tension ⑤ grâce auquel vous pouvez modifier vous-même le réglage de tension.
Si vous changez le réglage de la tension secteur de 220 ou 240 V en 110 ou 127 V ou vice versa, vous devez également monter un fusible de valeur appropriée.

### REMPLACEMENT DU FUSIBLE SECTEUR

- Dévissez le **PORTE-FUSIBLE** ④ à l'aide d'un tournevis.
- Eloignez l'ancien fusible et remplacez celui-ci par un fusible de la valeur correcte (800 mA pour 110/127 V; 500 mA pour 220/240 V).
- Remettez en place le **PORTE-FUSIBLE**.

### LOGEMENT DES PILES DE LA TELECOMMANDE (fig. 7)

- Ouvrez le compartiment à piles.
- Disposez les piles conformément au schéma fixé dans le compartiment.
- Replacez le couvercle.
- Lorsque vous devez changer les piles, prenez uniquement celles de type R03, UM4 ou AAA.

## RACCORDEMENTS (fig. 1)

Avant de réaliser les raccordements, mettez tous les appareils hors tension. Pour éviter toute confusion entre le canal gauche et le canal droit, il est recommandé de raccorder une fiche à la fois.

① **ANALOGUE OUTPUTS**:
**VARIABLE** (a): Pour raccordement à un amplificateur ou système HiFi sans télécommande propre.
**FIXED** (b): Pour raccordement à un amplificateur **MARANTZ** ou système HiFi **MARANTZ** avec télécommande propre.

- Enfoncez une fiche rouge dans la prise 'R' (canal droit) et l'autre fiche dans la prise 'L' (canal gauche) de la sortie **VARIABLE** ⑯a ou de la sortie **FIXED** ⑯b. Lors d'une connexion par l'intermédiaire de la sortie **VARIABLE**, vous pouvez régler le volume en vous servant des touches ▼ **VOLUME** ▲ de la télécommande.
- Branchez les deux autres fiches aux prises correspondantes de l'entrée CD ou AUX de votre amplificateur.
  Vous pouvez également utiliser l'entrée TUNER ou TAPE IN (= entrée magnétophone), mais ***en aucun cas*** l'entrée PHONO. Celle-ci ne convient pas pour la lecture de disques compacts.

② **REMOTE CONTROL OUT/IN**
- Pour l'interconnexion des appareils si vous intégrez le lecteur dans un système HiFi **MARANTZ** avec son propre système de télécommande.
  Vous trouverez auprès de votre revendeur un câble spécial pour télécommande prévu à cet effet.
- Pour le raccordement du récepteur de télécommande disponible en tant qu'accessoire sous la référence **RC 55** si vous avez disposé le lecteur de façon que le **REMOTE SENSOR** ne puisse recevoir directement les signaux de la télécommande.

③ **DIGITAL OUTPUT COAX**
Pour traitement numérique des signaux en vue des applications ultérieures, comme par exemple CD-I.
Cette sortie fournit un signal numérique et ne peut donc être raccordée qu'à une entrée appropriée. Utilisez à cet effet un câble muni d'une fiche Cinch à chaque extrémité.

***ATTENTION!***

Ne raccordez jamais cette prise à une entrée non numérique d'un amplificateur, comme par exemple AUX, CD, TAPE, PHONO, etc. Ceci pourrait endommager aussi bien l'amplificateur que les haut-parleurs.

④ **PORTE-FUSIBLE**
Voir 'Remplacement du fusible secteur'.

⑤ **SELECTEUR DE TENSION SECTEUR**
Voir 'Vérification de la tension secteur'.

⑥ **PRISE SECTEUR**
- Enfoncez la fiche femelle du cordon secteur livré avec le lecteur dans la **PRISE SECTEUR**.
- Raccordez l'autre extrémité au secteur.